

XENOZOIC TALES



No.12

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\$3.60 Can.



BY MARK SCHULTZ

Welcome to the Xenozoic...



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publisher

...Welcome to a world gone mad.

In a time 600 years in the future,
dinosaurs roam the earth with humans,
and old cars race brand new woolly mammoths.

In this time, all of Earth's ages have melded.
Humanity must learn to live with nature,
not try to dominate it.

In this world, Jack Tenrec and Hannah Dundee
search for answers to *why* the Xenozoic
is as it is.

...And now, politics is complicating matters.

Tenrec and Dundee are in flight from
Jack's foes, those who would return to the
policies that brought on Earth's cataclysm,
...that brought on the Xenozoic Age.

The pair must battle their way to Hannah's land,
the land of the Wassoon...

Xenozoic Tales #12, April 1992. Published by Kitchen Sink Press, Inc., No. 2 Swamp Rd., Princeton WI 54968. Entire contents copyright © 1992 by Mark Schultz. All rights reserved. Any resemblance to any person living or dead is unintentional. Price: \$2.95 U.S., \$3.60 Canada. **Letters:** Mail letters of comment to the address above, c/o "Xenozoic Express." **Retailers:** Contact us for distribution information. **Readers and collectors:** Drop a line for our free catalog, listing all our fine books, comics and merchandise, including *Cadillacs & Dinosaurs* and *Dinosaur Shaman*, Schultz's first two collections; also the *Xenozoic Tales* t-shirts and back issues; and the new *Cadillacs & Dinosaurs 3-D* book. Printed in USA.

TWO CITIES

*This is good. This is
as it should be.
Nothing but sun and
wind and sky.*

*No archeoplasm,
no city, no
library crawling
with moles...
This is as it
should be.
Nothing here but
sun and wind
and sky...*



? ... Something's not
right...
Something's spooked
the herd...

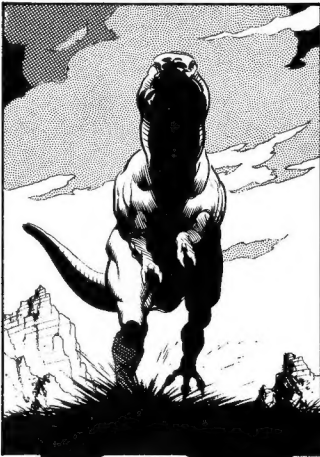
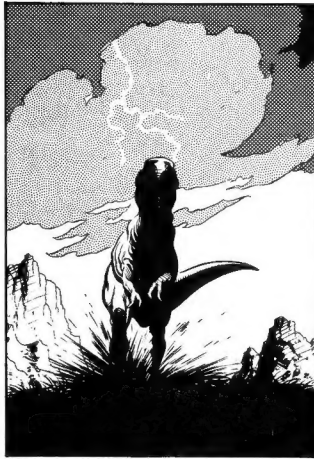


Gotta get
out of here
...



No...No...No!
This can't be happening...
not again!
Not again!







OWWW
... MY
HEAD...

WAKE UP,
JACK.



FELL ASLEEP...
DAMN.

WE'RE
DRIFTING...
LOSING
TIME.

YOU HAVE
TO SLEEP
SOMETIME.



TIME'S
SHORT.

SAID I'D GET
YOU TO WASSOON
AND A HEALER.

NUTS...
YOU'RE STILL
BURNING UP
THE POISON'S
EATING YOU
ALIVE.

JACK...
YOU'LL GET US
BOTH KILLED IF
YOU DON'T GET
SOME SLEEP.
IT'S BEEN
FOUR
DAYS...

BELIEVE ME,
THE FATIGUE'S EASIER
TO TAKE THAN THE
NIGHTMARES.



QUA HOON!
YOU NEED HELP
WORSE THAN
I DO!

LET'S SEE
WHERE WE ARE ...

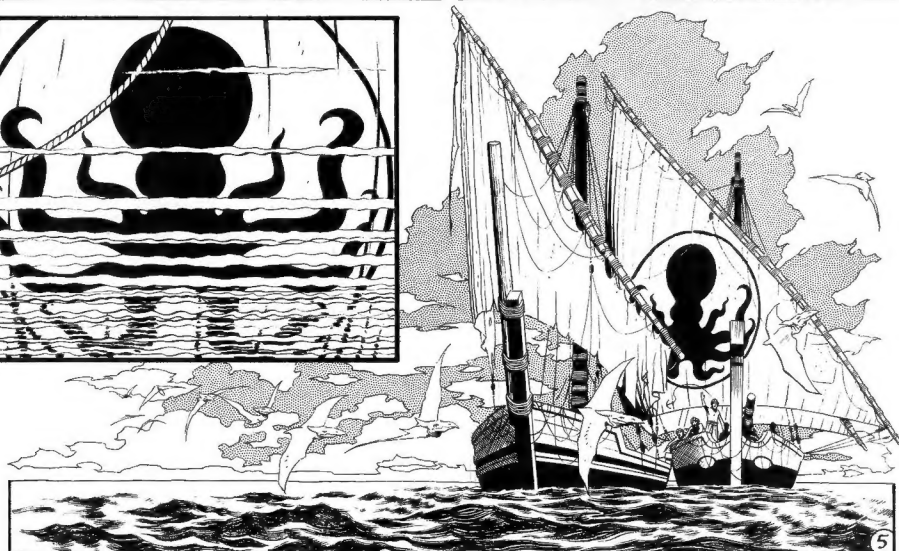
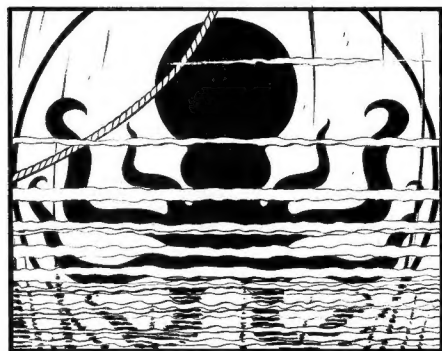
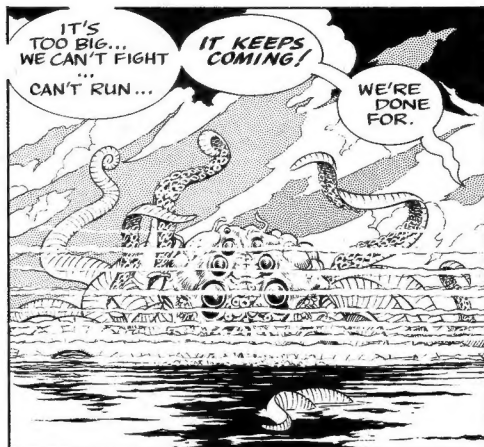
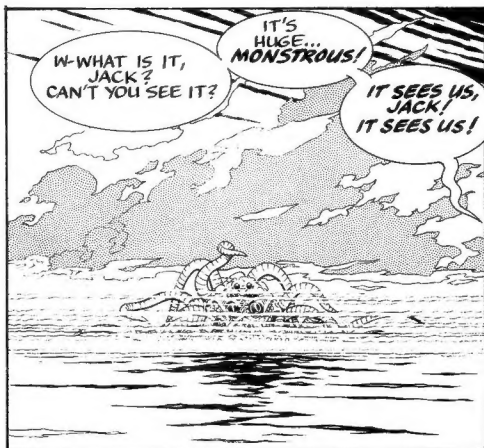
UGH...
WISH THE SEA
WOULD STOP
SPINNING...

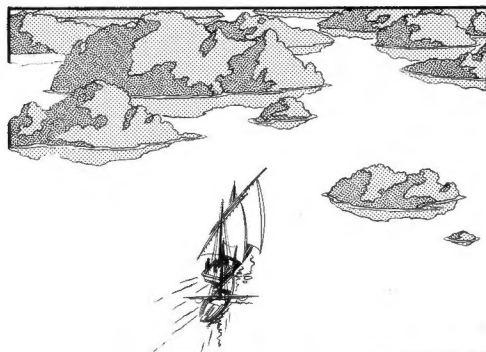
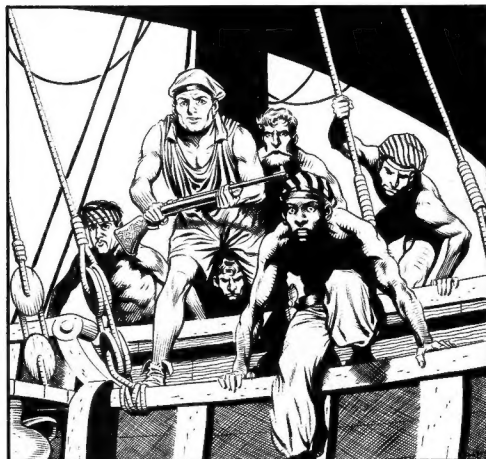


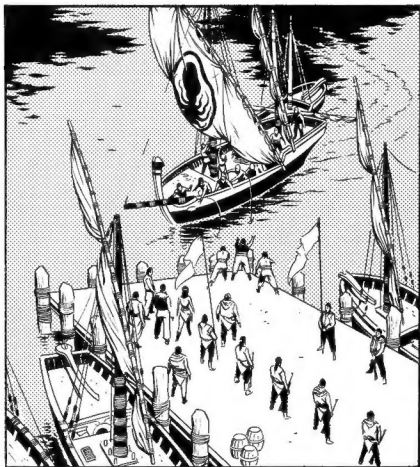
WISH
I COULD
FOCUS...

== GASP ==

J-JACK!
L-LOOK!







I REGRET TO INFORM YOU THAT MY MISSION TO THE CITY IN THE SEA HAS FAILED. I ACCEPT FULL RESPONSIBILITY. HERE IS MY REPORT.



HANNAH DUNDEE...

YOU'VE BEEN INJURED?

LORD DRUMHELLER...
CHORTHIS ROUGE...

I'VE SEEN BETTER DAYS.



NOW LET ME INTRODUCE YOU TO THE MAN TO WHOM... I OWE MY LIFE...

OLD BLOOD MECHANIC...
JACK TENREC...
= COUGH =

THAT'S ENOUGH, HANNAH. THIS CAN WAIT.

TAKE HER AWAY.

...I WANT THE FINEST HEALERS IN THE TRIBE TREATING HER. SEE THAT SHE GETS THE BEST CARE.



WAIT! WHERE SHE GOES, I GO!

YOU'RE NOT ABOUT TO SEPARATE ME FROM THE ONE PERSON WHO'LL SPEAK FOR ME!



HOLD HIM!

!@#! HE FIGHTS LIKE A CUTTER!



JACK, PLEASE!

YOU'RE AMONG FRIENDS. NO ONE WILL HARM YOU / RELAX... I'LL BE WITH YOU AS SOON AS I'M ABLE.

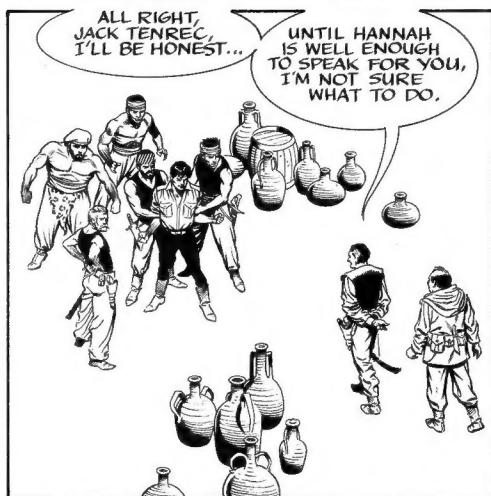
I PROMISE YOU.



DON'T MAKE A LIAR OUT OF ME...

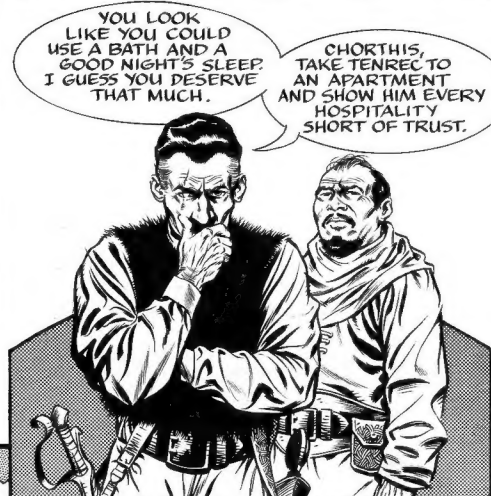
I KNOW TENREC'S BEEN A THORN IN OUR SIDE, BUT THE WORLD IS CHANGING.

PLAY HIM RIGHT AND WE'LL GAIN A VERY POWERFUL ALLY.



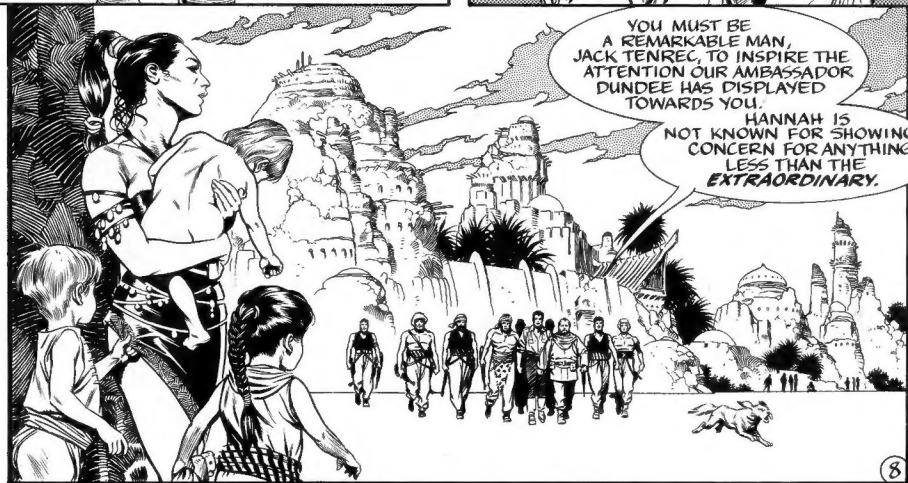
ALL RIGHT, JACK TENREC, I'LL BE HONEST...

UNTIL HANNAH IS WELL ENOUGH TO SPEAK FOR YOU, I'M NOT SURE WHAT TO DO.



YOU LOOK LIKE YOU COULD USE A BATH AND A GOOD NIGHT'S SLEEP. I GUESS YOU DESERVE THAT MUCH.

CHORTHIS, TAKE TENREC TO AN APARTMENT AND SHOW HIM EVERY HOSPITALITY SHORT OF TRUST.



YOU MUST BE A REMARKABLE MAN, JACK TENREC, TO INSPIRE THE ATTENTION OUR AMBASSADOR DUNDEE HAS DISPLAYED TOWARDS YOU.

HANNAH IS NOT KNOWN FOR SHOWING CONCERN FOR ANYTHING LESS THAN THE EXTRAORDINARY.









TWO DAYS LATER...

LORD DRUMHELLER AND I WISH TO EXPRESS OUR PLEASURE WITH THE CAREFUL ATTENTION YOU HAVE PAID YOUR WRITTEN REPORTS.

THEY PAINT A FASCINATING PICTURE OF LIFE AMONG BARBARIANS.

SIMILARLY THE INTELLIGENCE AND CANDOR YOU'VE DISPLAYED THROUGH DEBRIEFING HAS BEEN EXCEPTIONAL.

THANK YOU, CHORTHIS.

HOWEVER, THOUGH LARGELY SATISFIED WITH YOUR EFFORTS TO GAIN ACCESS TO THE CITY IN THE SEA'S LIBRARY VAULTS, WE MUST EXPRESS OUR DISAPPOINTMENT WITH YOUR METHODS.

TO CAST YOUR LOT SO COMPLETELY WITH JACK TENREC, A CONTROVERSIAL AND UNSTABLE FIGURE AT BEST, WAS A VERY OBVIOUS MISTAKE.

WE CAN ONLY ASSUME YOUR JUDGMENT WAS CLOUDED BY AN UNFORTUNATE ATTACHMENT TO TENREC.

I ASSURE YOU, IT WAS NOT!

THE CITY IN THE SEA WAS IN THE THROES OF A POWER STRUGGLE THAT HAS BEEN BUILDING FOR YEARS.

I HAD TO GAMBLE ON WHO WOULD WIN. BASED ON THE INFORMATION AVAILABLE, TENREC WAS THE BEST BET.

WHAT'S MORE, GIVEN OUR SUPPORT I KNOW TENREC COULD RETAKE THE CITY!

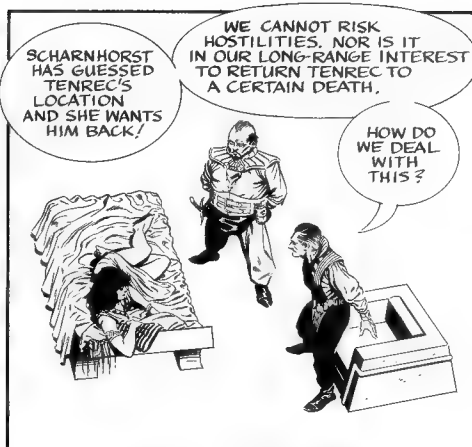
HIS PEOPLE WILL EVENTUALLY GROW SICK OF SCHARNHORST'S DESECRATIONS OF THE LAND. I BELIEVE THEY'LL COME TO *BEG* FOR TENREC'S GUIDANCE! HE'S OLD BLOOD, AND HE COULD BE OUR FRIEND.

LET ME CONTINUE TO BUILD HIS TRUST...

I KNOW HOW HIS MIND WORKS!

WELL, YES, I'M SURE YOU DO, BUT I'M AFRAID EVENTS OUTSIDE OUR CONTROL HAVE ALREADY DETERMINED THE COURSE WE MUST TAKE.

YOU *WILL* CONTINUE TO WORK CLOSELY WITH TENREC, BUT NOW UNDER *MY* SUPERVISION.



And he will gladly agree to return Ténrec...

An act of good faith as evidence of Wassoon desire to improve relations between our tribes.

But first... before Ténrec is brought to them... the delegation will be offered the opportunity to partake of the ceremonial... baths ...

an offer politesse demands they accept.

In the steamy, veiled world of the bathing ritual, many things can happen.

It will be a dangerous, near thing, but skilled fingers will make a quick adjustment to the delegation's firearms.

If all goes well, the delegation will leave the baths refreshed and armed with convincing but *dummy* ammunition.

Meanwhile, Hannah, you will go to Jack Tenrec, who, due to his own demons as well as our machinations, remains virtually sleepless.



As such, he is now in a very vulnerable, highly suggestible state of mind.

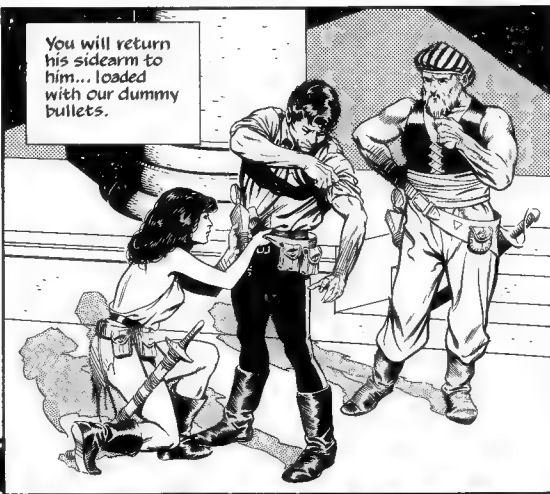
He should be overjoyed to again see the one person he trusts.



You will ask him to come with you to see Lord Drumheller who, you will explain, wishes to extend to him an official Wassoon welcome, clemency, and protection.



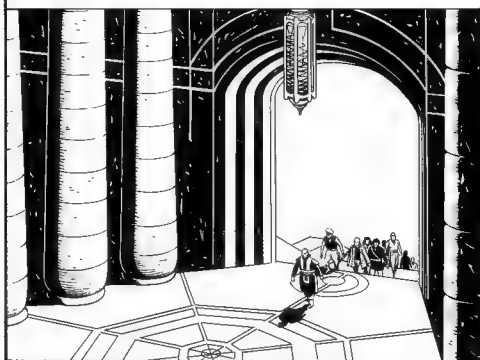
You will return his sidearm to him... loaded with our dummy bullets.



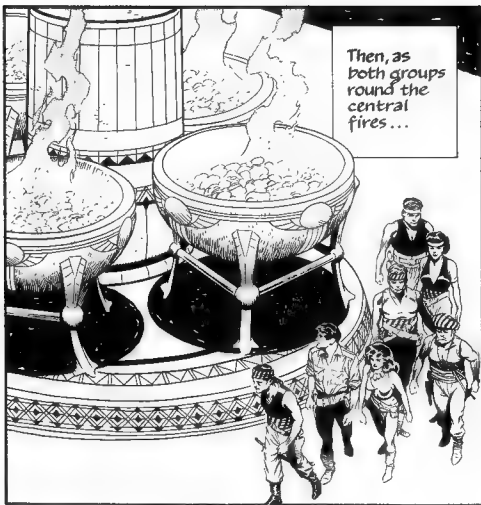
You will then lead Jack, and his carefully instructed guard, to the Grand Hall of Ancestors.



At the same time, the delegation from the City in the Sea will be led into the opposite end of the Grand Hall, ostensibly on their way to receive Tenrec.



Then, as both groups round the central fires...

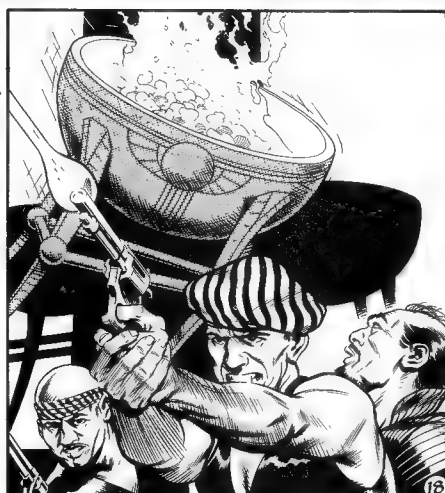
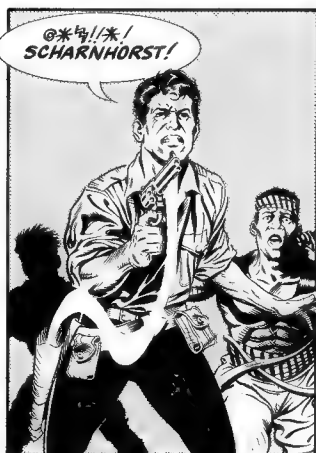


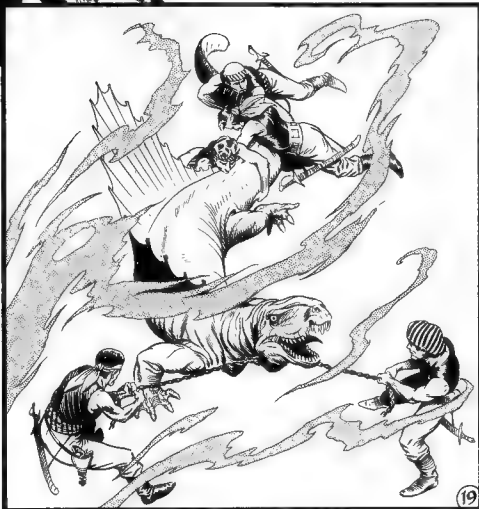
As they pass the court slithers...



They will meet.
A shot will be fired and
a carefully choreographed
chaos will ensue...





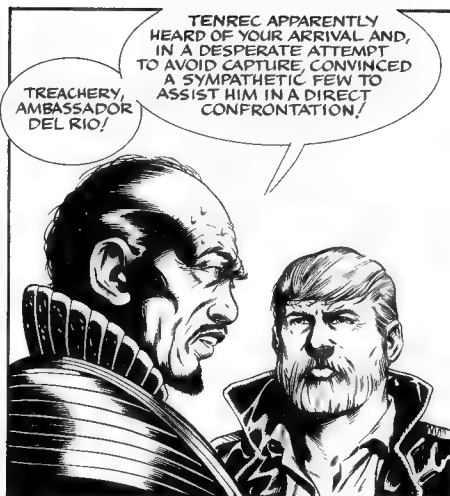




SMOKE'S
CLEARING
...

WHAT
HAPPENED?!

WHAT THE HELL
GOES ON HERE,
CHORTHIS?



TREACHERY,
AMBASSADOR
DEL RIO!

TENREC APPARENTLY
HEARD OF YOUR ARRIVAL AND,
IN A DESPERATE ATTEMPT
TO AVOID CAPTURE, CONVINCED
A SYMPATHETIC FEW TO
ASSIST HIM IN A DIRECT
CONFRONTATION!



I PROMISE YOU,
THOSE TRAITORS
WILL FORFEIT
THEIR LIVES.

AS FOR TENREC, I'M
ASHAMED TO SAY HIS
RECKLESS PLOT NEARLY
SUCCEEDED. THAT IS UNFOR-
GIVABLE. OUR CARELESSNESS
NEARLY CAUSED YOUR
DEATHS...

WE ARE
HUMILIATED.

IF NOT FOR THE
CHANCE INTERFERENCE
OF AN EXCITABLE SLITHER,
TENREC MIGHT HAVE
DONE REAL DAMAGE.
INSTEAD, HE'S PAID THE
ULTIMATE PRICE...

LOOK!
THE
SLITHER
GOT
HIM!



YES...

JACK
TENREC
IS DEAD!



NEXT: THE MOST DANGEROUS GAME...

XENOZOIC EXPRESS



Here it is, *Xenozoic Tales* #12...with a slightly new look. You will already have noticed on the cover a new logo Mark designed, replacing the one Peter Poplaski created and used for the first 11 issues. And, running down the side of the cover, you'll see: "Cadillacs & Dinosaurs™." Mark, through Kitchen Sink Press, recently signed a licensing agreement with General Motors allowing us use of the name "Cadillacs & Dinosaurs™." One immediate benefit from the agreement is a new Cadillacs & Dinosaurs™ video arcade game coming from Capcom this fall. Watch for it!

John Kelly has published the first fanzine devoted to *Xenozoic Tales*. Called *The Xenozoic Newsletter*, it features an interview with Mark Schultz and an article entitled "The Ecology of the Xenozoic Times" by Wally Harrington, whose letters have appeared in this column. *The Xenozoic Newsletter* is available for \$3.25 postpaid from: John Kelly, PO Box 7642, Princeton NJ 08543-7642.

Another interview with Mark was conducted by Monte Beauchamp and will appear in a forthcoming issue of *The Comics Journal*. Watch for Mark's beautiful cover, featuring Jack and Hannah.

—Dave Schreiner

IMPATIENT WAITER 2

Great issue #11!—And thanks for publishing my letter (impatient waiter). It made the issue very special after waiting a year to the day. The wait was worth it for the quality of artwork—thanks Mark! I'm sure others will go into praise over special details and panels—I just like it all—maybe pages 10 and 11 best.

Now, if we only did not have to wait out the full year for #12 and the Wassoon...

Lawrence F. Merriam
1036 Mariposa Ave., Berkeley CA 94707

Well, it has been almost a year to the day between *Xenozoic Tales* 11 and 12—and once again, we hope the wait was worth it for you!

DON'T FORGET STILES

There's one thing I've noticed that's been going unmentioned about *Xenozoic Tales*. STEVE STILES! His work on issue 11, I think, stands up to some of Schultz's early work on *Xenozoic* (particularly page 2, panel 6). If I didn't know better, I would say that it was Schultz. I just

hope Mr. Stiles has not gone unnoticed by other readers due to Schultz's overwhelming talent. As for Mr Schultz, as usual, he managed to take his art and story telling to new plateaus. This is what a comic should be!

And it was nice to see Hermes again...

Mathew T. Ward
3405 Clifford St., Portsmouth VA 23707

LABOR OF LOVE

I had the good fortune to meet Mark Schultz at the 1990 Dallas Fantasy Fair. There he was standing at the Kitchen Sink booth. Given the eye-popping quality of his work, I never would have thought he would be such a modest, self-effacing person. And yet he is.

Praising Mark's work is kind of like saying the sky is blue: It's so obvious that it doesn't seem to even warrant mentioning. But I can't resist.

Each issue of *Xenozoic Tales* is better than the last. Issue 11, the latest, is quite simply a masterpiece (a word I do not use lightly). The art

displays a sureness of the medium practically unachievable by other comics artists.

For instance:

His use of blacks for sculpting shadows.

The unusual mixture of panels.

How characters have individual expressions, not just some set look that other artists pull from their bag of tricks.

The sheen he puts to Hannah's hair.

The texture of the dinosaurs' skin.

His use of hatchwork and halftones for aerial perspective. *XT* truly works as a black and white book. Those readers who've only been exposed to the color Epic version don't know what they're missing.

Just the sheer amount of detail Mark puts into his panels is something you next-to-never see other artists attempting.

I could go on and on about the art, but then there's the story in issue 11—a rip-snorting good yarn. Mark Schultz has fused the art and story together in a seamless union. It is flatout terrific.

It boils down to this: *XT* is not a comic book; it's a labor of love. Something that quite simply is so excellent that it is almost a shame to include it in the same category with other comic books. The letter column had its share of people bitching about *XT*'s infrequency of publication. Sure, I'd like to see it more often, who wouldn't? But considering that Mark is doing the whole show, I'll just relish each issue whenever they're published.

PS: Does Mark ever sell any of his *XT* artwork? If so, I'm ready to put a framed page on my wall.

Kevin S. Miller
9455 Skillman, #312, Dallas TX 75243

Thanks for your gracious comments. To answer your question, Mark has not sold any of the inside pages of *Xenozoic Tales*. A big reason we did a handsome, 12-color seri-

graph with Mark was to answer the need of people like you, who want a collectible piece of Mark Schultz's work, work that is not available. The serigraph is advertised elsewhere in the comic. Plans are also afoot for a Schultz portfolio...but more on that later.

ADDICTING

I just finished thumbing through *Xenozoic Tales* 10, made up of beautiful, beautiful stuff. Great page layouts, composition and art. The more I look at it, the more I want to look at it. Amazing.

One of these days, I'm even going to read the text.

Pete Morisi

404 Burgher Ave., Long Island NY 10305

WANTS A MAP

I've truly enjoyed *Xenozoic Tales*, despite the erratic schedule. As long as it maintains the same quality, I'll be here for the long haul.

What I'd really like to do is to lodge a small complaint, but one that's been bugging me for some time now. This has to do with the first *Xenozoic Tales* collection, *Cadillacs & Dinosaurs*™.

It's not the collection itself, but the inclusion of the *XT* map. Please explain to me why it is only in *C&D*, and not included in the regular title itself? It appears to me this is more of a cheap marketing ploy to squeeze more money out of fans of the book, than a bonus for those buying said collection. Yours isn't the only company guilty of this practice of adding a page or two of "extra" material in these omnibus collections, it's just you guys (& gals) I decided to vent my spleen on.

I personally resent being told, in effect, that I'm a sucker for supporting *XT* from the beginning, because late-comers not only get all the keen stories, but a "bonus" too. If I get a collection, it will be because I'd like a more permanent form of those issues, not because there's an extra page or two included.

I know this is a minor matter in the great scheme of life, but it is something I feel should be addressed, because not all of us have bottomless pockets.

As I stated, I'll be here as long as this title runs, and I hope you'll see your way clear and stick the map in an upcoming issue of *Xenozoic Tales*.

Marko Frontz

206 Princess Ave., Lancaster PA 17601

Not in an upcoming issue, Marko, this issue. See page 32. Your letter made us all feel guilty, so we've mended our ways and have included the nifty map Mark drew for the first collection. Actually, it wasn't a cheap marketing ploy to keep it out of the comic book, we were waiting for Jack and Hannah to leave the City in the Sea and head for the land of the Wassoon. The map helps to chart their journey. Thanks for reminding us, though, to watch out for you oldtimers who've been with *XT* from the beginning.

LIKES THAT B&W

Congratulations on producing what is, in my opinion, the finest comic book on sale today. It's a bit difficult to keep up with your exploits from here in the Barbados, as there are no specialty comic shops here and I have to rely on the occasional overseas trips to North America to keep up my supply. Whenever I do obtain a issue of *Xenozoic Tales* I always thoroughly enjoy it.

Mark Schultz's artwork is gorgeous—his attention to detail is wonderful to see and his renditions of the *Xenozoic* landscape and of all the characters make this book a joy to read and re-read. His storytelling is improving, too. With each succeeding issue he draws more threads together and gathers more momentum. I especially like the way that Mark is gradually developing other characters as well as Jack and Hannah—Dahlgren, Cairo and Scharnhorst are all interesting personalities.

I was trying to think of why *XT* isn't the number one comic book today. The only reason I can think of is that it is in black and white instead of color. I must admit that I used to be very reluctant to buy black and white books and, I suspect, the majority of buyers still are. I was converted to the strengths of black and white by seeing *XT* and, especially, by seeing how much better it looks that way than in the color version put out by Epic. I wish, so that *XT* is assured of a long run, that more people would be willing to sample b&w comics. Thanks again for producing a very high quality comic—I hope *XT* runs for a very long time.

Andy Armstrong

#3 Sunset Crest, St. James, Barbados

GOOD STORIES TOO

As an aspiring cartoonist, I appreciate all the love and hard work that

Mark Schultz puts into every issue of *Xenozoic Tales*. It shows in the detail. While it seems that everyone who gets a letter printed praises Schultz, it also seems to me that all the praise is justified—and then some. Simply put, Mark's art ranks up there with Hal Foster, Alex Raymond and Dave Stevens in the all-time cartoonist hall of fame. Issue 11, "Primeval," reached an unsurpassed height of perfection.

However, Mark has also done something few cartoonists have ever done—write a good story. I don't mean individual chapters either, I mean the whole shebang. You see, like Alex Raymond, Mark has created an entire world with its own past and people (not to mention other denizens). In that respect *Xenozoic Tales* is not only good comics, it's good science-fiction. He's obviously put a lot of thought into his world, from bizarre architecture to strange names for strange creatures (that is, names you would expect a non-paleontologist to give dinosaurs and other animals).

But most important, Mark has never lost sight of his main characters—Jack and Hannah. Without them, there wouldn't be a story to tell. Without them, we'd be stuck with nice-looking but pointless EC-style short stories—all style but no substance. As it is, Mark has something to say, and he uses Jack and Hannah as his speakers. On one level, Mark speaks of nature and ecology, and of how man abuses the earth with no thought of the consequences. On another level, Mark shows us the many ways in which people have or have not listened to the lessons of their own history. Finally, there is the parable of nature vs. science, of the pros and cons of each. I'd like to say there's a love story here, too, but so far, Jack and Hannah have remained more innocent than a Disney movie (now that I can't believe!)

I thank Mark for not only entertaining me, but making me think as well. I also thank him for his artistic inspiration. I doubt I'll ever draw nearly as well as him, but his perfection is a great goal to aim for.

Aldo R. Perdomo

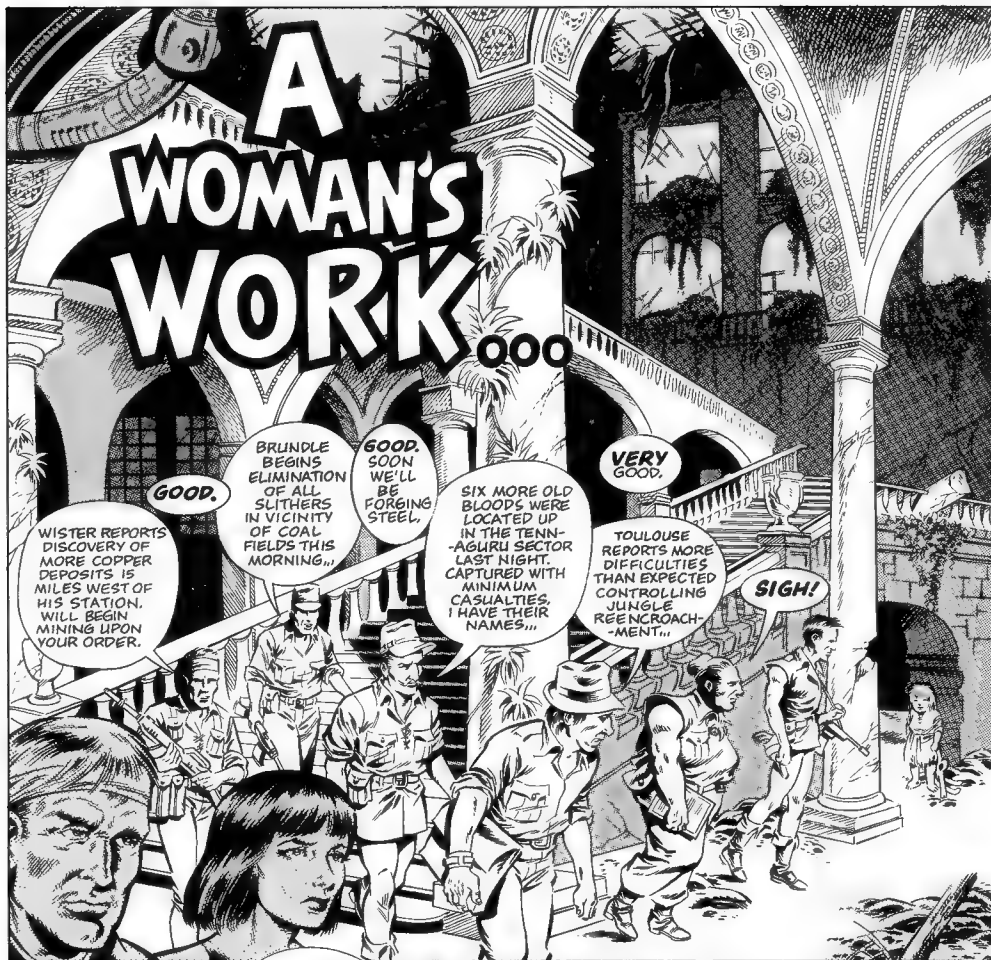
640 N. Normandie Ave., Los Angeles CA 90004

ON RECOMMENDED LIST

As an aspiring cartoonist, the first impression that Mark's artwork usually makes on me is—"WOW! How does he DO that?" To say the work is wonderful is a serious understatement—but then, it seems everyone on the letters page is raving like that.

(Continued on page 31)

A WOMAN'S WORK



GOOD.

WISTER REPORTS
DISCOVERY OF
MORE COPPER
DEPOSITS 15
MILES WEST OF
HIS STATION.
WILL BEGIN
MINING UPON
YOUR ORDER.

BRUNDLE
BEGINS
ELIMINATION
OF ALL
SLITHERS
IN VICINITY
OF COAL
FIELDS THIS
MORNING...

GOOD.
SOON
WE'LL
BE
FORGING
STEEL.

SIX MORE OLD
BLOODS WERE
LOCATED UP
IN THE TENN-
AGURU SECTOR
LAST NIGHT.
CAPTURED WITH
MINIMUM
CASUALTIES.
I HAVE THEIR
NAMES...

VERY
GOOD.

TOULOUSE
REPORTS MORE
DIFFICULTIES
THAN EXPECTED
CONTROLLING
JUNGLE
REENCROACH-
MENT...

SIGH!



KIRSHWASSER
FEELS HE'S
SITTING ON TOP
OF SOME
GIGANTIC OIL
RESERVES.
INITIAL PROBES
LOOK
PROMISING.

HE REQUESTS
MORE
MANPOWER...



VERY GOOD.
WE'LL JUST
TAP THE
PRISON...



Steve
Giles



DAMN ZEKES!
FILTHY, DISEASE-RIDDEN
PUBLIC HAZARDS!

CAN'T
STAND 'EM!

CURSE THAT
WASSOON, DUNDEE,
FOR BRINGING
THEM HERE!!!



DAHLGREN! YOU KNOW
I DON'T TRUST YOU...
AND I'LL ALWAYS KEEP
MY EYE ON YOU...

BUT IF IT'S TRUE, AS YOU
CLAIM, THAT YOU NOW
FULLY SUPPORT THE
COUNCIL'S NEW POLICIES...

YOU CAN START TO PROVE
IT BY ORGANIZING A
PROGRAM TO ERADICATE
THE ZEKE POPULATION
WITHIN THE CITY.



ERADICATE?

YES. COMPLETELY.

DO YOU
THINK YOU
CAN HANDLE
THAT?

OF COURSE.
I'LL BEGIN
TAKING
STEPS...



YES, YES, YES,
JUST ELIMINATE
THE VERMIN.

BUT IN THE MEANTIME,
TAKE THIS ORDER
TO NOCK...



THEN MEET ME AT
THE GRAND PLAZA
AT NOON...

I'M STILL KEEPING
YOU ON A SHORT
LEASH, DAHLGREN.

YOU'VE NO
REASON TO
WORRY,
SCHARNHORST...

LIKE HELL
YOU DON'T!

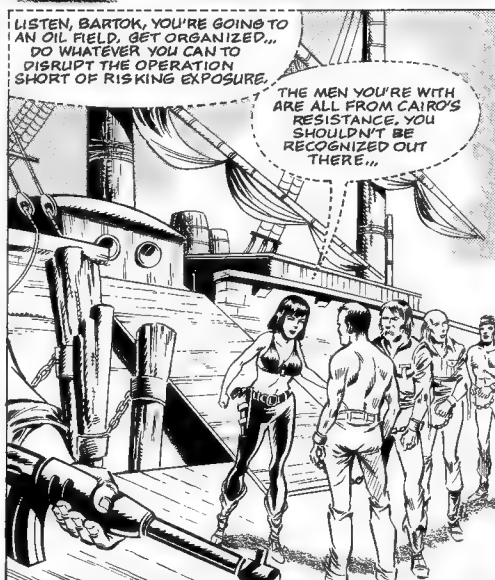


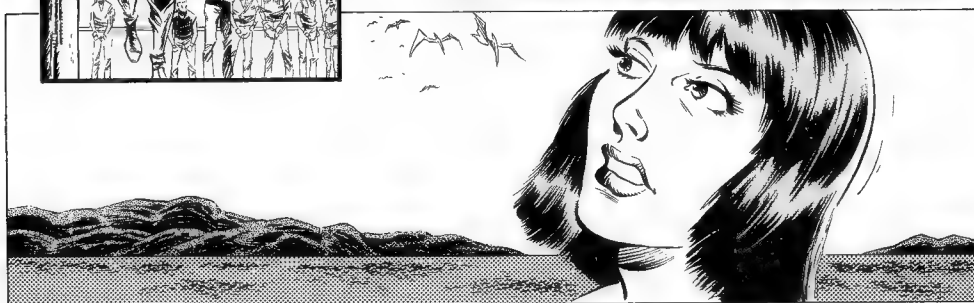
CAN'T RISK BREAKING
THE SEAL, BUT IF IT SAYS
WHAT I *THINK* IT DOES,
I JUST MIGHT BE ABLE
TO DO SOME DAMAGE.

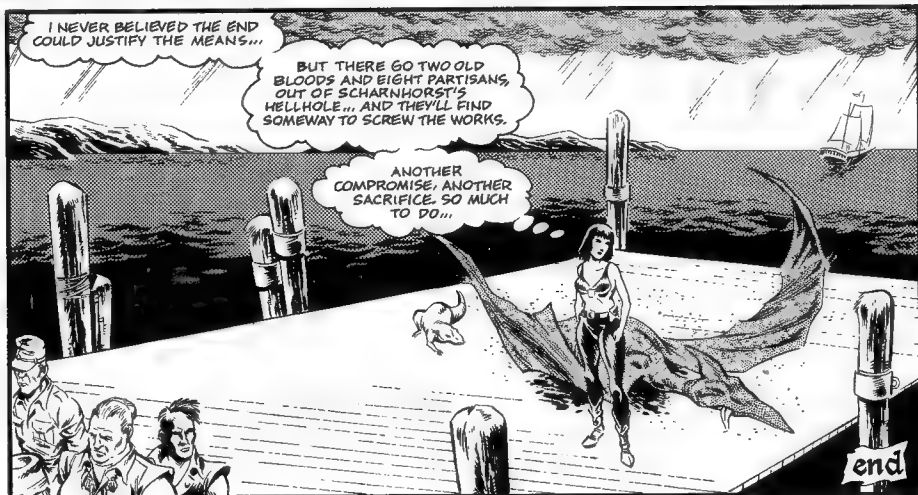












(Continued from page 22)

Basically, Mark's work is of the kind that must surely either inspire aspiring artists, or else give up any hope of EVER getting that good. From a more fannish point of view, the Williamson feel to the rendering is always clear, but it's the Frazetta-like figurework that if anything sets the work apart from Al's—in fact, makes it more exciting to look at. Somehow I picture the difference being akin to the different feels that film directors Robert Wise and Nicholas Mayer gave the first two *Star Trek* films, with Schultz's art comparable to the latter.

Today I wrote up a recommended reading list for a comics fan who's been away from the field for the last dozen or so years—and *XT* was on it. I

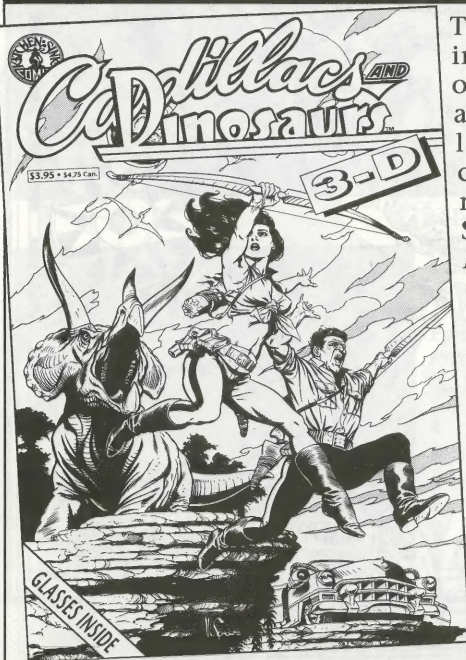
think the fact that most of the series has already been reprinted should make it easier for newcomers. In fact, maybe they (like myself, for I only picked up the series with the *Cadillacs & Dinosaurs*™ reprint) have an easier time of getting into the series than long-time devotees...

The letter column in *XT* 11 brings up a lot about ecology, and I'd like to add a few words of my own on the subject, specifically about "progress." As a child I was inspired by tv-cartoon science-fiction shows' vision of a beautiful, utopian future Earth. I believe it can happen, and should—if greed, ignorance and stupidity can be routed. But right now, here in New Jersey, I've watched a steady procession throughout my entire lifetime of urban decay accompanied

by suburban expansion. MORE housing developments. MORE shopping centers. MORE highways. MORE traffic lights. TOO DAMN MANY PEOPLE! There is no need to destroy another inch of forest or farmland in this state—there is plenty of room already that instead should be rehabilitated, re-developed. To anyone with a clear, unblemished view of the future and what promises it could hold, there is no excuse for an area like the city of Camden NJ to lay dormant and dying while the threshold of open lands keeps being pushed further and further away by unstopped greed. Forget Iraq—we have enough homegrown corruption to tackle.

Henry R. Kujawa
1202 Everett St., Camden NJ 08104

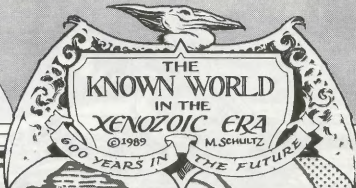
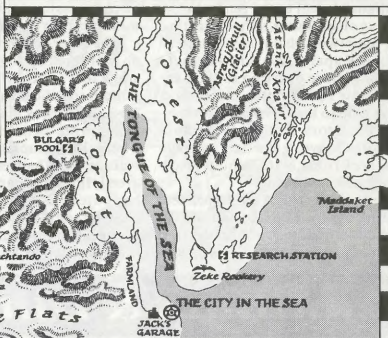
Cadillacs & Dinosaurs™ in 3-D



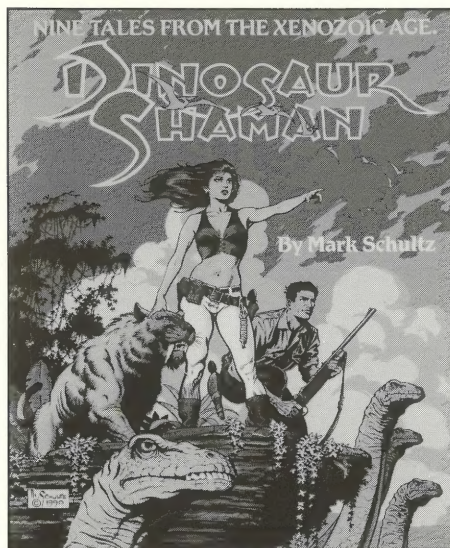
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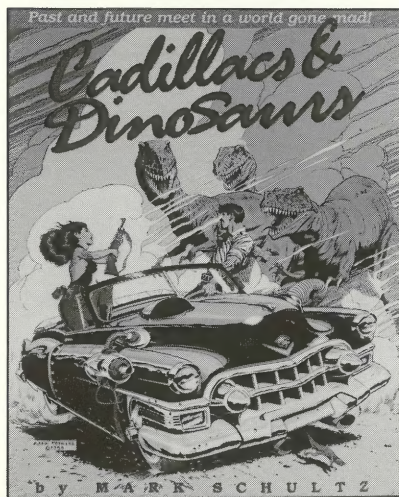


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